Agile method

(Source: https://www.digite.com/agile/agile-methodology/#agile-core-values)

Introduction

- Agile methodologies aim to deliver the right product, with incremental and frequent delivery of small chunks of functionality, through small cross-functional self-organizing teams, enabling frequent customer feedback and course correction as needed

- Agile methods attempt to maximize the delivery of value to the customer and minimize the risk of building products that do not – or no longer – meet market or customer needs

Agile Outlook

- Agile has become an umbrella term for a variety of planning, management and technical methods and processes for managing projects, developing software and other products and services in an iterative manner. These methods include Scrum, by far the most prevalent and popular method for software, XP (eXtreme Programming or Paired Programming), and more lately Kanban

SCRUM

- projects are divided into cycles (typically 2 or 3 week cycles) called Sprints. The Sprint represents a timebox within which a set of features must be developed. Multiple sprints might be combined to form a Release – where formal software/ product delivery is made to the customer/ market.

SCRUM (continued)

- The overall product functionality is broken down by the Product Owner into smaller features (typically described as Epics and User Stories – or just Stories).   These Stories are prioritized and taken up in each Sprint or Iteration. The intent of the method is for the team to be able to demo at the end of each Sprint working pieces of the product to the Product Owner, to make sure that the product is working as intended.

Extreme Programming (XP

- **Extreme Programming (XP)** – or Paired Programming is characterized by developers working in pairs where one developer programs while the other developer observes; and they switch these roles on a regular basis throughout the Sprint. This way, they enable continuous code review and feedback that enhances code quality and developer capability.
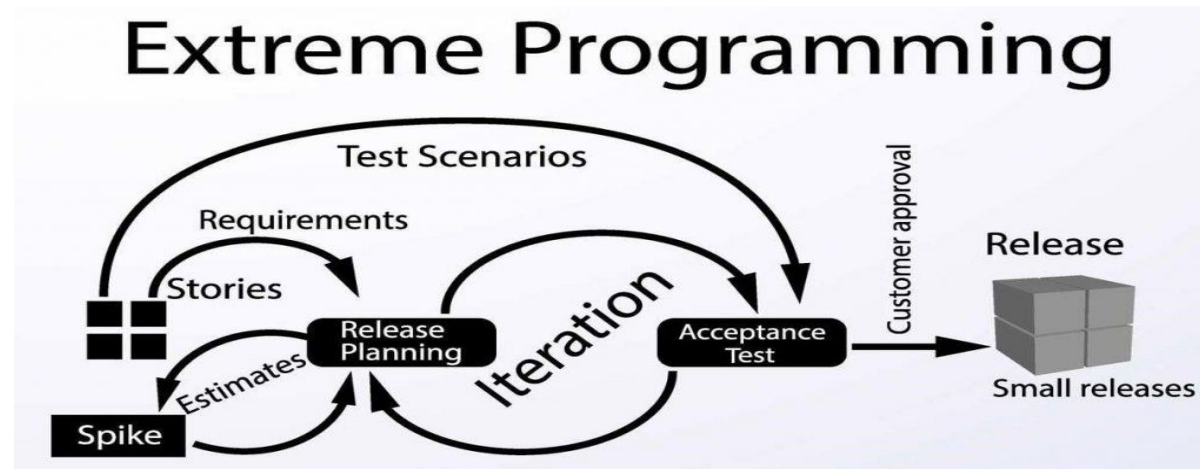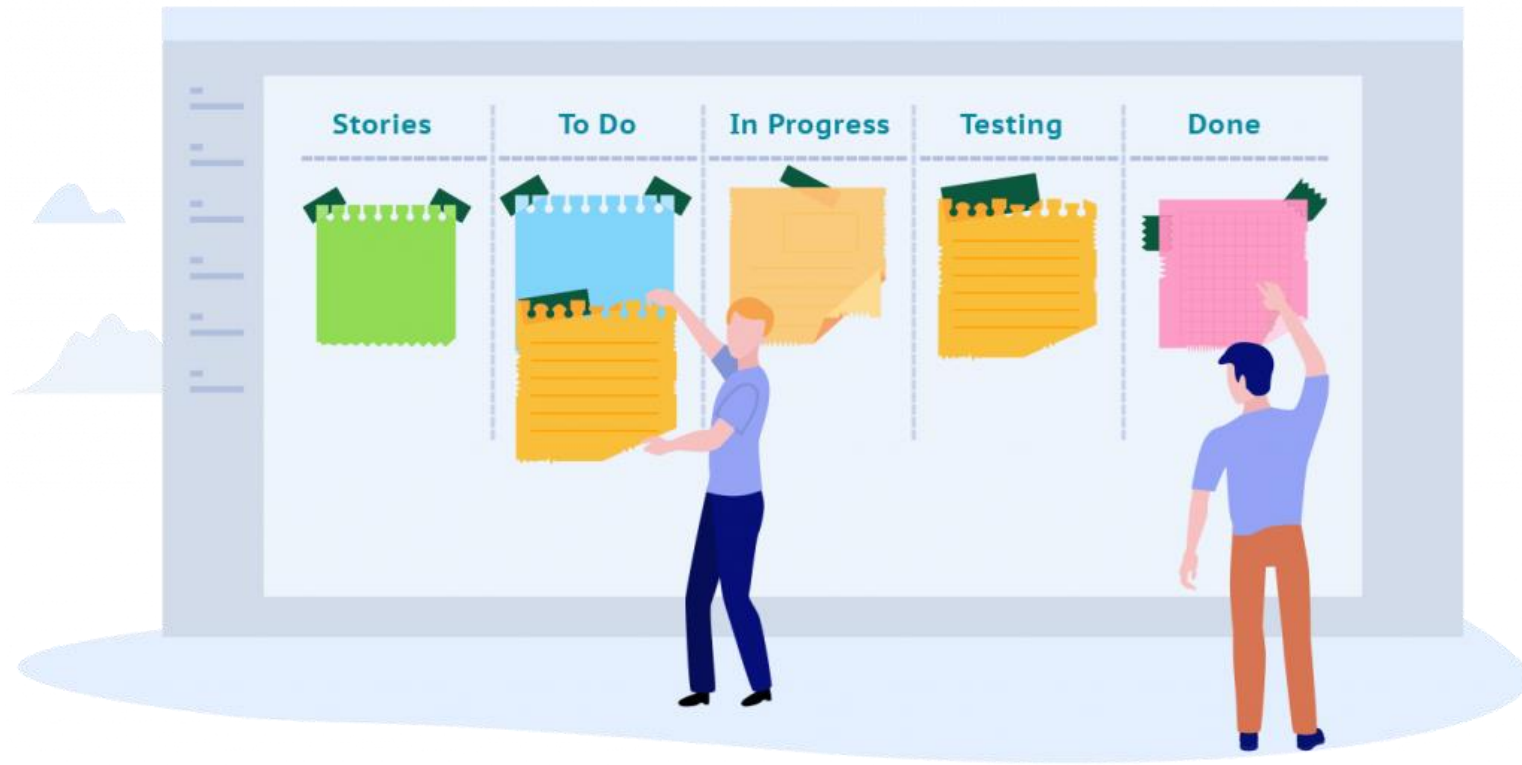
Extreme programming (continued)

- Extreme Programming (XP) promotes continuous feedback between the client and the development teams, fluid communication between all participants, simplicity in the implemented solutions and the readiness to face changes. XP is especially suitable for projects with indistinct and highly changing requirements, and where there is high technical risk.

Kanban

- Kanban is a visual system for managing work as it moves through a process. Kanban visualizes both the process (the workflow) and the actual work passing through that process. The goal of Kanban is to identify potential bottlenecks in your process and fix them, so work can flow through it cost-effectively at an optimal speed or throughput.

Kanban

Questions